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| Presents: |
| The Wandering Swordsman |
| **“payday”** |
| Version #01  All work Copyright © 2022 by team awesome! Games.  All rights reserved. |
| **Produced by**  **Scott "RockCat" Davis**  **Tyler “tyyislost” Gribbon** |
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# Version History

[This is where you keep track of the detailed changes made to your document throughout the course of development.]

[This is the body of your video game design document. You should add and delete sections as they pertain to your game’s design.]

# Game Overview

*(ensure you mention the goal of the game and how to win if applicable)*

## Game Play Mechanics

*(what your player can do in the game?)*

## Camera

*60degree isometric. moves with the character*

## Controls

*(Which keys does your game use? Does it use the mouse or a joystick?)*

## Saving and Loading

*(Does your game include saving and loading? When? How?)*

## Interface Sketch

*(What does the game interface look like? Provide a screen shot or sketch)*

## Menu and Screen Descriptions

*(Include additional screen shots and accompanying descriptions for any menus and additional screen)*

## Game World - CREATIVITY!

*1400 japan, forests, mountains, villages*

## Levels

*village to village will be a level*

# Game Progression

## Characters

**The wandering swordsman is an old man with a beard. he is frail looking; however, he can kick your butt.**

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## Non-player Characters

villagers and merchants… give you quests and moneys.

## Enemies

bandits, thieves. gunslingers, ninja

a demon end boss that is near impossible

## Weapons

*katana that has bwwn passed down for generations*

## Items

*alcohol, potions, food*

## Abilities

*Slashes, charged slashes*

## Vehicles

## Script

## Scoring

## Puzzles/Mini-games

## Bonuses

## Cheat Codes

# Sound Index

*(Include an index of all your sound clips)*

# Story Index

*(Outline your game story here)*

# Art / Multimedia Index

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# Design Notes

*(Include additional design notes here)*

# Future Features

*(Include any future features that are planned to be implemented)*